

DAFTAR ISI

| | |
|--------------------------------------|------|
| LEMBAR PENGESAHAN | ii |
| LEMBAR PERNYATAAN ORISINALITAS | iii |
| ABSTRAK | iv |
| ABSTRACT | v |
| KATA PENGANTAR | vi |
| DAFTAR ISI..... | viii |
| DAFTAR GAMBAR | xii |
| DAFTAR TABEL..... | xiv |
| DAFTAR LAMPIRAN..... | xvi |
| DAFTAR ISTILAH | xvii |
| BAB I PENDAHULUAN | 1 |
| I.1 Latar Belakang | 1 |
| I.2 Perumusan Masalah | 7 |
| I.3 Tujuan Penelitian | 7 |
| I.4 Batasan Penelitian | 8 |
| I.5 Manfaat Penelitian | 8 |
| I.6 Sistematika Penulisan | 9 |
| BAB II TINJAUAN PUSTAKA | 10 |
| II.1 Stunting | 10 |
| II.2 PKK Kota Bandung | 12 |
| II.3 Faktor Penyebab Stunting | 13 |
| II.4 Dampak Stunting..... | 14 |
| II.5 Antropometri Anak | 15 |
| II.6 <i>Z-Scores</i> | 22 |
| II.7 Aplikasi Kesehatan..... | 23 |

| | | |
|----------------|---|----|
| II.8 | Aplikasi Ibu dan Anak | 27 |
| II.9 | Aplikasi Stunting..... | 28 |
| <i>II.10</i> | <i>Website</i> | 28 |
| <i>II.11</i> | <i>Machine Learning</i> | 29 |
| <i>II.12</i> | <i>Support Vector Machine</i> | 31 |
| <i>II.13</i> | <i>Python</i> | 32 |
| <i>II.14</i> | <i>K-Fold Cross Validation</i> | 34 |
| <i>II.15</i> | <i>Confusion Matrix</i> | 35 |
| <i>II.16</i> | <i>Agile Software Development</i> | 36 |
| <i>II.17</i> | <i>Extreme Programming</i> | 38 |
| II.18 | Metode Pengujian..... | 44 |
| <i>II.18.1</i> | <i>Unit Test</i> | 44 |
| <i>II.18.2</i> | <i>Integration Test</i> | 45 |
| <i>II.18.3</i> | <i>System Test</i> | 47 |
| <i>II.18.4</i> | <i>Acceptance Test</i> | 47 |
| II.19 | Alasan pemilihan algoritma | 49 |
| <i>II.20</i> | <i>State of The Art</i> | 50 |
| BAB III | METODOLOGI PENELITIAN..... | 58 |
| III.1 | Model Konseptual | 58 |
| III.2 | Sistematika Penelitian | 59 |
| III.2.1 | Pendahuluan | 60 |
| III.2.2 | Tahap Perancangan Aplikasi..... | 60 |
| III.2.3 | Penutup..... | 61 |
| III.3 | Alasan Pemilihan Metode | 61 |
| BAB IV | ANALISIS DAN PERANCANGAN..... | 62 |
| IV.1 | Analisis Strategi Bisnis | 62 |

| | | |
|---------|---|----|
| IV.2 | Analisis Hasil Observasi dan Wawancara..... | 62 |
| IV.3 | Analisis Hasil Proses Bisnis | 63 |
| IV.3.1 | Proses Bisnis Eksisting | 63 |
| IV.3.2 | Analisis GAP..... | 64 |
| IV.3.3 | Proses Bisnis Targeting..... | 65 |
| IV.4 | Analisis Perancangan Sistem | 66 |
| IV.4.1 | Analisis Aktor | 66 |
| IV.4.2 | <i>Use Case Diagram</i> | 66 |
| IV.4.3 | <i>Use Case Scenario</i> | 66 |
| IV.4.4 | <i>Activity Diagram</i> | 68 |
| IV.4.5 | <i>Entity Relationship Diagram</i> | 71 |
| IV.4.6 | <i>Dataset</i> | 71 |
| IV.4.7 | <i>Data Pre-Processing</i> | 73 |
| IV.4.8 | <i>Modeling</i> | 77 |
| IV.4.9 | Evaluasi | 78 |
| IV.4.10 | Arsitektur API Model..... | 81 |
| BAB V | IMPLEMENTASI DAN PENGUJIAN | 81 |
| V.1 | Iterasi Pertama..... | 81 |
| V.1.1 | <i>Planning</i> | 81 |
| V.1.2 | <i>Design</i> | 81 |
| V.1.3 | <i>Coding</i> | 82 |
| V.1.4 | <i>Testing</i> | 82 |
| V.2 | Iterasi Kedua | 87 |
| V.2.1 | <i>Planning</i> | 87 |
| V.2.2 | <i>Design</i> | 88 |
| V.2.3 | <i>Coding</i> | 88 |

| | | |
|--------|---------------------------|-----|
| V.2.4 | <i>Testing</i> | 90 |
| V.3 | Iterasi Ketiga | 95 |
| V.3.1 | <i>Planning</i> | 95 |
| V.3.2 | <i>Design</i> | 95 |
| V.3.3 | <i>Coding</i> | 95 |
| V.3.4 | <i>Testing</i> | 96 |
| BAB VI | KESIMPULAN DAN SARAN..... | 101 |
| VI.1 | Kesimpulan | 101 |
| VI.2 | Saran..... | 102 |
| | DAFTAR PUSTAKA | 103 |
| | LAMPIRAN | 116 |